Atty. Docket No. 111283.134 US1

Appl. No.

09/531,121

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IN THE CLAIMS

The following claims are now pending in this application:

1. (Currently Amended) A method for enabling remote networking functionality by port proxying, the method comprising:

executing a process on <u>a local client computer [[requiring]] employing</u> a networking protocol <u>over a port of the client computer assigned to support the network protocol;</u>

determining whether the port of the client computer assigned to support the network protocol is blocked;

on [[a]] the local client computer, if the port of the client computer assigned to support the network protocol is blocked, intercepting communications in a first communication format from the process to [[a]] the blocked port assigned to support the network protocol; and

encapsulating the intercepted communications in the first communication format in a second communication format; and

redirecting the <u>encapsulated</u> communications <u>in the second communication format</u> over an open port on the client computer <u>compatible with said second communication</u> <u>format</u>.

- (Original) A method as described in Claim 1, wherein the step of executing the process comprises executing an application program.
- 3. (Original) A method as described in Claim 1, wherein the step of executing the process comprises executing an application program residing on a remote storage asset.
- (Original) A method as described in Claim 1, wherein the process utilizes SMB networking.

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- (Original) A method as described in Claim 1, wherein the step of intercepting communications from the process comprises intercepting communications for port 139.
- (Original) A method as described in Claim 1, wherein the step of intercepting communications from the process comprises addressing the communications to an address assigned for local loop-back.
- (Original) A method as described in Claim 1, wherein the step of redirecting the communications over the open port comprises encapsulating the communications in an HTTP packet.
- 8. (Original) A method as described in Claim 7, wherein the communications are located in a post data portion of the HTTP packet.
- 9. (Original) A method as described in Claim 1, wherein the open port is an HTTP port.
- 10. (Original) A method as described in Claim 1, wherein the open port is a FTP port.
- 11. (Currently Amended) A system for remote networking by port proxy, the system comprising:

an application program executing on a client computer which is utilizing employing the SMB protocol to access a remote storage asset; and

a port proxy program, running on the client computer, that <u>determines whether a port assigned to support the SMB protocol is blocked</u>, and if so, intercepts communications in a first communication format from the <u>application program to [[a]] the port assigned to support the SMB protocol and encapsulates the communications in a second communication format and redirects the communications in the second communication format over an open port on the client computer compatible with said second communication format.</u>

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- 12. (Original) A system as described in Claim 11, wherein the open port is an HTTP port.
- 13. (Original) A system as described in Claim 11, wherein the open port is an FTP port.
- 14. (Original) A system as described in Claim 11, wherein the SMB port is port 139.
- 15. (Original) A system as described in Claim 11, wherein the communications are addressed for local loop-back.
- 16. (Original) A system as described in Claim 11, wherein port proxy program encapsulates the communications in an HTTP packet.
- 17. (Original) A system as described in Claim 16, wherein the communications are located in a post data portion of the HTTP packet.
- 18. (Previously Presented) A method as described in Claim 1, further comprising constructing an application descriptor file for coordinating actions between a client and a server.
- 19. (Previously Presented) A system as described in Claim 11, further comprising an application descriptor file on a server for coordinating actions between a client and the server.
- 20. (Canceled)